

GRAVITAR



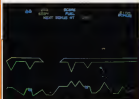
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Message from Aleri Mission Control: Your mission is to travel to alien planets, wipe out enemy bunkers, gather fuel units and make the solar systems safe for you and future generations of space pioneers. Fuel units should be collected on each planet. Fuel is depleted each time Thrust and Shield/Trepan are utilized. Measures should be taken to insure ship safety. Use Shield against enemy fire from bunkers and alien ships.

There are three solar systems in each universe, with five planets in the first two solar systems and four planets in the third. Gravity is positive. After completing missions in positive gravity solar systems, ship will travel to a new universe with three negative gravity solar systems. Following this is a dark universe where terrain of planets is invisible, gravity is positive. Finally, ship will travel to a dark universe with negative gravity.



First Solar System, Positive Gravity. Note 4 planets worth 2,000, 4,000, 6,000 and 8,000 points if mission is successfully completed in minimum amount of time. More time, less points. Also, note Red Planet. Two enemy ships from Red Planet are approaching your position—apply Shield. Home Base in center. Avoid Death Star in upper center at all costs—center of all gravitational pull.



Third Planet, First Solar System. Worth 6,000 points (or more). Note stalagmites and stalactites jutting out of terrain, red bunkers placed at protective intervals for blue fuel coils. Red enemy ships can only attack above the highest point of land, so they pose no threat. Notice how terrain zooms in and becomes larger.





Tractoring Fuel. Use ShieldTractor control to collect fuel cells. Tractor beam must reach to surface of planet in order to beam up fuel to ship.



Red Planet. The interior of the Red Planet. Timing is critical to accomplishment of mission: the clock in the center ticks away valuable seconds. Steer ship down narrow tunnel, blast reactor and escape from tunnel, all in under 25 seconds. If mission is completed successfully, Red Planet will provide link to the next solar system.



Dogfight. Enemy ships pursue at all times. If one of the alien ships is allowed to come too close, both enemy and your ship are transported immediately into deep space for a dogfight. It's a fight to the death; only one ship will be victorious.

Scoring: Fuel Cells = 2500 fuel units
Reactor = 500 points
Red Bunkers = 250 points
Red Ships = 100 points
Completed mission on Red Planet
= 7500 fuel units

Bonus points are based on how quickly you destroy enemy bunkers and exit planet.

Super Bonus: Super Bonus is awarded on completion of mission on first planet of player's choice. Super Bonus points are based on the difficulty of the first planet completed, with each planet in the first solar system worth progressively more points. If the player successfully completes mission on a chosen higher planet, he earns a bonus based on the number of points for the planets skipped as well as for the one just completed.

Operator Options

Game Difficulty. Adjustable for "Easy" or "Hard"



Controls. Maneuver ship with Rotate Right, Rotate Left and Thrust. Press Fire for shots, single shot per button pressure. Shields/tractor used to protect ship and to acquire fuel cells.

Game Lives. Operators may select 3, 4, 5 or 6 ships.

Bonus Levels. Selectable for 4 bonus levels including "No Bonus", Bonus every 10,000 points, Bonus every 20,000 points, and Bonus every 30,000 points.

Self-Test. Allows operators to check all game switches and computer functions.

Coin Modes. Includes 17 unique operator-selectable coinage configurations.

Dimensions.

Gravitar Upright. Height: 71.74", 182.2 cm, Width: 25.25", 64.14 cm, Depth: 31.59", 80.23 cm, Weight: 307 lbs., 139.2 kg. Monitor: 19" QuadraScan® Color.

European. Height: 68", 172.7 cm, Width: 25.25", 64.1 cm, Depth: 31", 78.7 cm, Weight: 275 lbs., 124.7 kg. Monitor: 19" QuadraScan Color.



High Score List. Co-Pilot List records 8 top scores and initials of players who achieved them. Top 3 scores are permanently stored in memory, so they won't be lost even if power is down.



Warner Communications Company

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